

MECHANISM FOR LOSSLESS USER-LEVEL TRACING ON AN X86 ARCHITECTURE

Abstract

A method for tracing an instrumented program on a processor having an x86 architecture, including triggering a probe in the instrumented program, obtaining an original instruction associated with the probe, loading the original instruction into a scratch space, loading a jump instruction for the x86 architecture into the scratch space wherein the jump instruction includes a next program counter value, executing the original instruction in the scratch space using a thread, and executing the jump instruction in the scratch space using the thread.

63981_1